

Development Tools

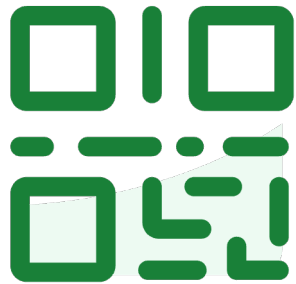
Notes for the SIT-DP module: **Developing Immersive Applications**

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#week03-dev-tools**

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Module Essentials

Let's check whether you understand what to do in CSD312x...

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The deliverable for the TP is

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The deadline for the TP is

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**I need to use a WebXR-compliant
framework for my Team Project**

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We will be assessed more favourably if we can demonstrate higher levels of immersion from our evaluation.

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**Which of the following content is
suggested to be included in the TP
report.md?**

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When is IPA1 due?

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**How many participants do I need
for the user study in the TP?**

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In CSD312x, a key learning objective is to be proficient in building WebXR applications.

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In CSD312x, a key learning objective is to be proficient in implementation skills using typescript and Babylon.js API.

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In CSD312x, it is important to understand the basics of how to setup a Typescript/Javascript project that interacts with Babylon.js .

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**For the IPAs , we will get feedback on
our submission only after the
deadline.**

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Team Project

- You can loan HMDs
- Submit through GitHub
- Note the dir tree
- The meat is in report.md
- Teams should be confirmed already
- Have an explicit system to delegate/manage work

IPA1

- Due next weekend
- We are available on Fri (and on GitHub discussions)

Development Tools

Let's get acquainted with common tools for developing immersive apps

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**When I run `console.log("debug")`,
where can I see this "debug"
message?**

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You are building a VR application that includes a novel interaction not found in current VR applications. Your lab has funding to obtain resources deemed necessary for development. Which tool(s) can likely be used for you to base your development on?

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You are building a web-based VR experience and you want to focus on implementing the VR components. You need a modern open standard with a vibrant developer ecosystem that constantly updates the underlying tooling. What standard should you ideally target?

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In your VR app, realistic graphics is the most important and you need to have fine-grained control of GPU resources. You need an open standard with a robust community that actively maintains the underlying tooling. What standard should you ideally target?

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**What is the most accessible tool
for developers without coding
experience?**

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**What is/are the key advantages of
building a WebXR app?**

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**WebXR is an open-source 3D
engine for building web-based XR
applications**

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**Babylon.js is an open standard for
programming web-based XR
applications**

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**The Unity engine can be used to
build WebXR applications**

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Babylon.js can be used to build Web-based AR applications

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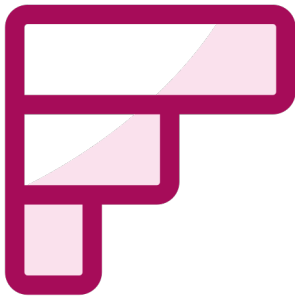


**WebXR is only meant for building
desktop 3D web applications**

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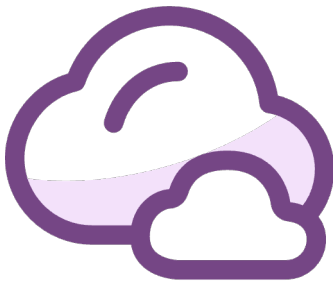


Rank from the best to worst tool ecosystem, in your perspective, for creating immersive applications

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What is your personal favourite tool ecosystem for creating interactive 3D (including immersive) applications?

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Audience Q&A

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